

# THE CAMPER'S MANUAL

*Issued to Scouts  
registered for*  
**CAMP OWASIPPE**



**CHICAGO COUNCIL**  
***BOY SCOUTS of AMERICA***

**1920**

PROPERTY OF

Scout Wendel Salmon

of Troop 833

In Camp from July 5 to \_\_\_\_\_ 1920

Home Address 1111 Pratt Blvd.

Chicago Illinois

SCOUT—This Manual is for your information. There are some things in it you may already know, but read it all carefully, and keep it. It is issued to you because it's a necessary part of your equipment for a successful camp experience. "Be prepared."

## LOCATION AND HISTORY

Camp Owasisippe was established in 1912 on Crystal Lake, four miles from Whitehall, in Muskegon County, Michigan. Crystal Lake, surrounded by one hundred acres of wooded land, makes an ideal spot.

The old Indian chief Owasisippe, whose name the camp bears, was the beloved chieftain of the Ottawas. Although many years have passed, and no Indians are left in the surrounding country, the spirit of Owasisippe refuses to leave the favorite spot among the pine trees. It was there he roamed the forests and fought his battles. Many years ago, when the chief was young, his two sons embarked on a journey from which they never returned. This great loss greatly grieved the old Indian and he is said to have finally died from a broken heart. He was buried on a high point overlooking the White River about eight miles away from the place of the camp site. The spot is now known as the "Indian burying grounds."

## CAMP HOUSEKEEPING

### 1. Tents

Canvas and ropes shrink when they get wet; therefore, when it starts to rain all tent ropes must be loosened a little so that the stakes will not be pulled out.

Except when it rains, or very cold nights, tent sides must at all times be kept rolled up close to the roof, and front flaps fastened wide open. Tents are intended for sleeping quarters only.

### 2. Cots

Cots are guaranteed to support five hundred pounds of weight, but not to withstand any "rough house."

Use your cot to sleep on—that is all it is meant for. If you, and your tent mates, take good care of your cots, they are not likely to rip or break down.

If anything happens to your cot, you must repair it yourself with the material the quartermaster will furnish you.

### 3. Blankets

Nights are usually cool; therefore, it is extremely important that you know how to make your bed.



It must be small, just big enough to fit you, and blanket edges must all be underneath, so that your weight will hold them down, and you will be held snug all night.

Remember that you must have as many covers below as above, because you are sleeping on a thin canvas cot. You can add a lot to the warmth of your blankets by putting newspapers between them. When you air your blankets in the morning, spread them out on the line, so that they will really get air. It is of no use to hang them in a bunch.

#### 4. **Baggage**

Keep your suit case closed tight so that the sand will not leak in, and so that your small belongings will not leak out.

Keep everything you own in your own suit case—except the clothes that you have on. The wet clothes to be hung on the line, and soiled articles to be kept separately in your laundry bag.

Keep all damp and soiled things out of your suit case.

## **REGULATIONS**

(To be memorized by every Scout)

1. Scout law is the law of the camp.
2. Report immediately all illness and injuries, however slight, at the Hospital Tent.
3. The entire camp property must be kept absolutely clean. Put all scraps and waste paper in the places provided. Throw nothing on the ground.
4. Observe the courtesy regulations carefully.
5. Hang all wet towels and bathing suits on the lines behind the tents. Keep all soiled clothes in laundry bags. Keep all other belongings in your suit case.
6. Obtain permission of the Camp Master before doing either of the following things:
  - (a) Using an ax on any trees;
  - (b) Leaving the camp reservation, except on assigned duties;
  - (c) Using boat.
7. Have as much fun and gain as much knowledge as you can. That is what you came to camp for.

All the above regulations are necessary to the safety and success of the camp.

## COURTESIES

All Scouts and Officers are expected to be familiar with the proper courtesies and salutes between Officers and Scouts.

If you are in doubt at any time as to the proper thing to do, ask your leaders.

## OUR NEIGHBORS

Remember always that a Scout is courteous and friendly. Get acquainted with the people who live near the camp—they're good folks.

Walk always in the roads; fields are used for growing crops.

Treat the country storekeepers respectfully; they do not appreciate crude humor at their expense.

Pick fruit only in the roads and unfenced fields.

Opportunities to do good turns will occur—look out for them.

## INSTRUCTION AND SCOUT TESTS

Passing tests is a very important part of the camp program. Instruction will be given each forenoon for an hour and a half. All Tenderfoot and second-class Scouts are expected to complete their work in their respective classes before leaving camp. If second-class Scouts have completed their work for first-class rating, they will be permitted to do the work for merit badges.

Instructors will serve as an examining board only. Scouts must appear before a regular court of honor which will meet during July and August in the city.

You must report daily for all instruction periods. You are in camp only a short time. Make the best of it. Instruction will be given only in the following merit badges:

(Badges required for Eagle Scout marked thus \*.)

- Archery
- Astronomy
- \*Bird Study
- \*Athletics
- Botany
- Bugling
- \*Camping
- Conservation
- \*Cooking
- \*First Aid
- Forestry
- Hiking
- \*Life Saving
- Marksmanship

- Masonry
- Pathfinding
- \*Personal Health
- Photography
- \*Physical Development
- \*Pioneering
- \*Public Health
- Stalking
- Surveying
- Swimming
- Wireless
- Safety First
- Signalling



## LETTERS HOME

Every Sunday and Thursday are letter-writing days—WHEN YOU MUST WRITE TO YOUR FOLKS. Scouts are advised to write every day during the "quiet hour."

Make sure that you write real interesting letters, and that you do not write things in a way that might worry your folks.

You can always write something interesting about:

The Camp Fire Program.

Construction Work.

Scout Tests you're working on.

Your detail duty.

The woods.

Interesting things you've seen.

Do not ask your folks to send you anything to eat. They have been informed that this is not permitted.

Urge your folks to visit you.

## VISITORS

Your folks are welcome at any time, and arrangements can be made for fathers to stay in camp over night. Visitors in camp are charged \$1.50 per day.

Arrangements should be made in advance for transportation of visitors from town to camp.

## THE WOODS

Four afternoons each week will be spent in exploring the surrounding country that is unsurpassed for beauty and interest. More than twenty kinds of trees and hundreds of plants grow in the vicinity.

Scouts can hike for miles and miles in several different directions without seeing a single farm or farmhouse. Though all big timber was cut down by lumbermen, there are magnificent woods, which provide opportunities for real scouting.

The many small lakes within an easy hiking distance of the camp, and the trout stream with its source only three miles to the north, are places which every real Scout will want to visit.

## GENERAL INSTRUCTIONS

Read the Bulletin Board daily, and pay close attention to all announcements. Everything announced in camp is important for you to know, and you are held responsible for knowing it.

The camp program is speedy—it was planned for Scouts. You will have to use some “PEP” to be on time.

Remember that part of the comfort and health of the entire camp depend on how well you do your assigned duty each day.

If you want to carve your initials—carve them in the sand. Trees and furniture look best without inscriptions.

If you get a bright idea about something, tell it to the Camp Master. The camp couldn't continue without new ideas.

If you take any good pictures in camp, send the negatives to your district headquarters. They may be used for lantern slides, or publications, and they will be returned promptly.

## THE CAMP STAFF

**CAMP MASTER**—Orton L. Duggan, Field Scout Executive of the North Shore District, Chicago Council. Scoutmaster for nearly seven years; in charge of Camp Jefferson, near Detroit, for five summers.

**ASST. CAMP MASTER**—J. H. Rainwater, Field Scout Executive of the West Side District, Chicago Council.

**QUARTERMASTER**—Herman Mayhew, Morgan Park Military Academy. Camp clerk at Owasisippe last year.

**CAMP CLERK**—Boyd R. Swem.

**PROPERTY MAN**—I. Victor Brock.

**MACHINIST**—Burton Runft.

**CAMP PHYSICIAN**—

(1st period) Dr. Harry M. Hedge.

(2nd period) .....

(3rd period) .....

(4th period) Dr. Wm. H. Meyer.

(In addition to the above, there are several assistants to the various department heads.)



## DUTIES OF SCOUT OFFICERS

1—**Troop Leaders**—In addition to commissioned Scoutmaster, who will head up the camp troop, an older Scout who has had special training will be in charge of each troop as troop leader.

2—**Sanitary Inspector and Assistant**—These Scouts are responsible for the neat and clean condition of all parts of camp. They have direct supervision over the sanitary detail. They report to the staff officers any Scouts who, through carelessness or otherwise, are violating any regulations concerning health and sanitation. They sprinkle chloride in the toilet and garbage incinerator each day.

3—**Head Waiter**—This Scout performs such duties as the quartermaster may require.

4—**Bugler**—As directed by the Officer of the Day or Camp Master, the bugler plays such calls as are required.

5—**Wireless Operator**—This Scout will, with an assistant, be in charge constantly of the wireless station. He will only send messages when told by the Camp Master.

6—**Officers of the Guard and Day**—These positions are filled in turn by the tent leaders. The O. D. is responsible, running the daily program according to the schedule or otherwise as the Camp Master may direct. He has supervision of the orderlies and bugler.

7—**Chief Life Guard and Boatman**—This scout has charge of the boats. He will see that no boats are used unless a permit is issued by the proper officer. He will also have charge of the life guards of 4 to 6 in number who have passed the life saving merit badge test and are assigned duties daily as life guards. They patrol the beach in boats and assist the camp staff in supervising the swimming periods so as to insure absolute safety.

8—**Tent Leaders**—Each tent group is organized as a temporary patrol of which the tent leader has charge. He is responsible for the appearance of his tent, and must keep the staff officers advised of any case of ill health or other matters of which they should have knowledge. He will also be in charge of the scouts of his tent in all inter-tent activities. He is directly responsible to the troop leader.



## DUTIES OF WORKING DETAIL

All scouts will be given an opportunity to serve on each of the various details.

1—**Before Mess**—Detail report for duty 20 minutes before each meal, sets charge of the head waiter, sets tables, and just as assembly for mess occurs, puts on hot food. The detail then stands by for additional service during the meal, eating their own meals at the first vacated table immediately after the scouts are dismissed from it.

2—**After Mess**—This detail clears tables of all dishes, washes dishes and scrubs the tables and sweeps out the mess hall and porch. This detail will report to the property man.

3—**Sanitary**—This detail report for instruction to the sanitary inspector. They pick up all scraps everywhere about the camp; empty all waste boxes in the waste incinerator, burning the waste immediately and replacing the boxes in their proper position. They build a fire in the garbage incinerator twice each day.

This detail will police the grounds late each afternoon to keep the camp absolutely clean.

4—**Orderlies**—This detail reports immediately after setting-ups to the Officer of the Day, who assigns them tours of duty of two hours each throughout the day. During these tours they must be within call of the whistle and perform such duties as staff officers may require.

5—**Guard**—This detail of 8 scouts in charge of the Officer of the Guard sleeps in the guard tent and is divided by the O. G. into four pairs of scouts who have tours of duty of two hours each, beginning at taps, except that the last pair have a three hour tour of duty ending a reveille.

The duties of the guard are: (a) to patrol hourly camp boundaries, making sure that all property is safe, reporting to the O. G. any approaching storm or other important development. (b) the last guards in the morning wake up the bugler and the staff officers in charge of setting-ups, 10 minutes before reveille, and then act as a color guard to raise the flag when reveille is blown. Caution: the guards are never to approach the sleeping tents or to awaken any officer except by order of the O. G.

6—**Life Guards**—From 4 to 6 life saving merit badge scouts will report daily as life guards to the chief life guard. This detail must be in the boats and stationed near the diving tower before scouts go in the water.

7—**Special Details**—The Camp Master will appoint special details for construction work, building the fire, and any other special work as the occasion may arise.

### **HONOR AND SATISFACTORY CAMPERS**

A "SATISFACTORY" camper is one who performs every duty thoroughly and cheerfully, does his best to live up to the Scout law, and has a good time.

An "HONOR" camper is one who is more than satisfactory in that the camp benefits from his presence; who takes a position of leadership in the making of the camp a success; whose departure is regretted by staff and campers.

### **INTER-TENT COMPETITION:**

The Inter-tent competition operates as follows:

Every day that a tent passes inspection—a blue ribbon is awarded.

For the winning of any special competition event—a green ribbon is awarded.

When a Scout does a particularly "bone-head" stunt—a yellow ribbon is awarded his tent.

When a camp fails to pass inspection, or fails to perform assigned duty properly—a black ribbon is awarded.

All ribbons are displayed on the tent wall through a period.

In the score—a BLUE RIBBON counts TEN—a GREEN RIBBON counts FIVE—a YELLOW RIBBON counts FIVE OFF—a BLACK RIBBON TEN OFF.



## SCOUT RECORD

The information that you jot down here may some day be very valuable. Make this record neat and accurate. Be brief and use pen as far as possible. Leave room for other important notes.

Name Wendel Salmon

Address 1111 Pratt St.

Phone R.P. 7770 Birth date 12/18/06

City Chicago School Levin

Parents' Name Charles Eugene

Business Phone

Troop No. 853 Patrol Racoon

### Tenderfoot Record

	DATE	EXAMINER
Knots	<u>—</u>	<u>—</u>
Flags	<u>—</u>	<u>—</u>
Oath and Law	<u>—</u>	<u>—</u>
Date Enrolled	<u>—</u>	<u>—</u>
Initiated	<u>—</u>	<u>—</u>
Badge Awarded	<u>—</u>	<u>—</u>

## Second Class Record

	DATE	EXAMINER
Month Service	<u>—</u>	<u>—</u>
Elementary First Aid	<u>—</u>	<u>—</u>
Elementary Signaling	<u>—</u>	<u>—</u>
Tracking	<u>—</u>	<u>—</u>
Mile Scout's Pace	<u>—</u>	<u>—</u>
Knife and Axe	<u>—</u>	<u>—</u>
Fire Building	<u>—</u>	<u>—</u>
Cooking	<u>—</u>	<u>—</u>
Bank Acct.	<u>—</u>	<u>—</u>
Compass	<u>—</u>	<u>—</u>
Department Badge Awarded	<u>—</u>	<u>—</u>

See Boys' Handbook for full requirements.

# First Class Record

	DATE	EXAMINER
Swim 50 Yds.	—	—
\$2.00 Bank	—	—
Signaling	—	—
14-Mile Hike	—	—
Advanced First Aid	—	—
Advanced Cooking	—	—
Map	—	—
Hand Work	—	—
Judging	—	—
Nature and Observation	—	—
Scout Standing	—	—
Tenderfoot Trained	—	—
2 Months' Service	—	—
Badge Awarded	—	—

# Merit Badge Record

	DATE	EXAMINER
First Aid	—	—
Swimming		
Life Saving		
Handicraft		
Pioneering	7/13/20	L. M. Merrill
Physical Development		
Athletics		
Personal Health	—	—
Public Health	—	—
CAMPING	7/30/20	J. E. Haver
#1 Cooking	7/14/20	R. L. Duggan
Life Scout		
Star Scout		
Eagle Scout		



# DAY HIKE RECORD

Date	Place	No. Boys	Tests Passed	Notes
7/9/20	mult B. J. H.			
7/10/20	" "			
7/11/20	Montague	2	—	to church
7/12/20	Trout stream		—	
7/19/20	"	—	—	

# HIKE RECORD

Date	Place	No. Boys	Tests Passed	Notes

## TENTMATES

## DIARY

Name	Address
R. A. Warner	1542 Longuit 7.
H. D. Wilson	1100 Northshore
P. Obermeyer	6738 Newgard
B. DePue	
B. Strain	
D. Nahigian	
H. Nahigian	1111 Pratt Ave
Hendel Schum	1116 Pratt Ave



DIARY

DIARY

DIARY

DIARY



MEMORANDA

MEMORANDA

MEMORANDA

SKY ROCKET

Siss, Boom, Bah,  
Whistle. - 838 Rah.

"Have you smelled wood  
smoke at twilight?

Have you heard the  
birch log burning?

Are you quick to read the  
noises of the night?

If not, follow with the  
others,  
For the young men's  
feet are turning

To the camps of known  
desire and proved  
delight."



